

## IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Application of: James A. JORASCH et al. ) Customer No.: 22927  
 For: GAMING TOKEN HAVING A VARIABLE VALUE ) Examiner Not Yet Assigned  
 Serial No.: Not Yet Assigned ) Group Art Unit: Not Yet Assigned  
 Filing Date: June 20, 2000 ) Docket No.: 00-032

## BOX PATENT APPLICATION

Assistant Commissioner for Patents  
 Washington, D.C. 20231

## TRANSMITTAL LETTER

Sir:

Applicants hereby submit the following documents for the above-identified patent application:

1. Certificate of Mailing By Express Mail (37 CFR 1.10) No. EL548811488US;
2. Utility Patent Application Transmittal Letter (Large Entity);
3. Patent Application (47 pgs.);
4. Formal Drawings (Figs. 1-22, 23pgs.)
5. Combined Declaration and Power of Attorney;
6. Assignment with Recordation Cover Sheet;
7. Information Disclosure Statement;
8. PTO Form 1449;
9. Copies of twenty-five (25) references cited therein; and
10. Acknowledgment Postcard.

The Commissioner is hereby authorized to charge \$2,428.00 to Deposit Account No. 50-0271 Order No. 00-032 for the fees required. This fee includes the patent application fee of \$2,388.00 and an additional \$ 40.00 for Recordation of the Assignment. The Commissioner is further authorized to charge any further required fees, or to credit any overpayment, to Deposit Account No. 50-0271 Order No. 00-032. A duplicate copy of this authorization is attached for such purpose.

Respectfully submitted,

*Nathaniel Levin*  
 Nathaniel Levin  
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June 20, 2000

Date

## Certificate of Mailing By Express Mail

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Tara D. Gee

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*Tara D. Gee*  
 Signature

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JC848 U.S. PTO

**UTILITY PATENT APPLICATION TRANSMITTAL  
(Large Entity)***(Only for new nonprovisional applications under 37 CFR 1.53(b))*Docket No.  
00-032Total Pages in this Submission  
82**TO THE ASSISTANT COMMISSIONER FOR PATENTS**Box Patent Application  
Washington, D.C. 20231

Transmitted herewith for filing under 35 U.S.C. 111(a) and 37 C.F.R. 1.53(b) is a new utility patent application for invention entitled:

**GAMING TOKEN HAVING A VARIABLE VALUE**

and invented by:

**James A. JORASCH, Magdalena MIK, Scott WOLINSKY, William P. VAN VOOREN, Nathaniel LEVIN and Andrew P. GOLDEN**If a **CONTINUATION APPLICATION**, check appropriate box and supply the requisite information:☐ Continuation ☐ Divisional ☒ Continuation-in-part (CIP) of prior application No.: 60/202,573

Which is a:

☐ Continuation ☐ Divisional ☐ Continuation-in-part (CIP) of prior application No.: \_\_\_\_\_

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☐ Continuation ☐ Divisional ☐ Continuation-in-part (CIP) of prior application No.: \_\_\_\_\_

Enclosed are:

**Application Elements**

1. ☒ Filing fee as calculated and transmitted as described below
2. ☒ Specification having 47 pages and including the following:
  - a. ☒ Descriptive Title of the Invention
  - b. ☒ Cross References to Related Applications *(if applicable)*
  - c. ☐ Statement Regarding Federally-sponsored Research/Development *(if applicable)*
  - d. ☐ Reference to Microfiche Appendix *(if applicable)*
  - e. ☒ Background of the Invention
  - f. ☒ Brief Summary of the Invention
  - g. ☒ Brief Description of the Drawings *(if drawings filed)*
  - h. ☒ Detailed Description
  - i. ☒ Claim(s) as Classified Below
  - j. ☒ Abstract of the Disclosure

JC829 U.S. PTO  
09/25/00  
06/20/00

**UTILITY PATENT APPLICATION TRANSMITTAL**  
**(Large Entity)**

*(Only for new nonprovisional applications under 37 CFR 1.53(b))*

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82

**Application Elements (Continued)**

3. ☒ Drawing(s) *(when necessary as prescribed by 35 USC 113)*
- a. ☒ Formal                      Number of Sheets 23
- b. ☐ Informal                      Number of Sheets \_\_\_\_\_
4. ☒ Oath or Declaration
- a. ☒ Newly executed *(original or copy)*                      ☐ Unexecuted
- b. ☐ Copy from a prior application (37 CFR 1.63(d)) *(for continuation/divisional application only)*
- c. ☒ With Power of Attorney                      ☐ Without Power of Attorney
- d. ☐ DELETION OF INVENTOR(S)  
Signed statement attached deleting inventor(s) named in the prior application,  
see 37 C.F.R. 1.63(d)(2) and 1.33(b).
5. ☐ Incorporation By Reference *(usable if Box 4b is checked)*  
The entire disclosure of the prior application, from which a copy of the oath or declaration is supplied under  
Box 4b, is considered as being part of the disclosure of the accompanying application and is hereby  
incorporated by reference therein.
6. ☐ Computer Program in Microfiche *(Appendix)*
7. ☐ Nucleotide and/or Amino Acid Sequence Submission *(if applicable, all must be included)*
- a. ☐ Paper Copy
- b. ☐ Computer Readable Copy *(identical to computer copy)*
- c. ☐ Statement Verifying Identical Paper and Computer Readable Copy

**Accompanying Application Parts**

8. ☒ Assignment Papers *(cover sheet & document(s))*
9. ☐ 37 CFR 3.73(B) Statement *(when there is an assignee)*
10. ☐ English Translation Document *(if applicable)*
11. ☒ Information Disclosure Statement/PTO-1449                      ☒ Copies of IDS Citations
12. ☐ Preliminary Amendment
13. ☒ Acknowledgment postcard
14. ☒ Certificate of Mailing
- ☐ First Class                      ☒ Express Mail *(Specify Label No.):* EL548811488US

**UTILITY PATENT APPLICATION TRANSMITTAL**  
**(Large Entity)**

(Only for new nonprovisional applications under 37 CFR 1.53(b))

Docket No.  
00-032

Total Pages in this Submission  
82

**Accompanying Application Parts (Continued)**

15. ☐ Certified Copy of Priority Document(s) (if foreign priority is claimed)

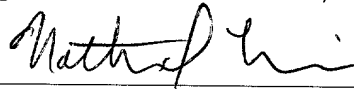
16. ☐ Additional Enclosures (please identify below):

**Fee Calculation and Transmittal**

**CLAIMS AS FILED**

For	#Filed	#Allowed	#Extra	Rate	Fee
Total Claims	71	- 20 =	51	x \$18.00	\$918.00
Indep. Claims	13	- 3 =	10	x \$78.00	\$780.00
Multiple Dependent Claims (check if applicable) <input type="checkbox"/>					\$0.00
BASIC FEE					\$690.00
OTHER FEE (specify purpose) _____					\$0.00
TOTAL FILING FEE					\$2,388.00

- ☐ A check in the amount of \_\_\_\_\_ to cover the filing fee is enclosed.
- ☒ The Commissioner is hereby authorized to charge and credit Deposit Account No. **50-0271** as described below. A duplicate copy of this sheet is enclosed.
- ☒ Charge the amount of **\$2,388.00** as filing fee.
- ☒ Credit any overpayment.
- ☒ Charge any additional filing fees required under 37 C.F.R. 1.16 and 1.17.
- ☐ Charge the issue fee set in 37 C.F.R. 1.18 at the mailing of the Notice of Allowance, pursuant to 37 C.F.R. 1.311(b).

  
Signature

Nathaniel Levin  
Attorney For Applicants

Dated: June 20, 2000



**22927**

PATENT TRADEMARK OFFICE

CC:

**CERTIFICATE OF MAILING BY "EXPRESS MAIL" (37 CFR 1.10)**Applicant(s): **JORASCH et al.**

Docket No.

**00-032**

Serial No.

Not Yet Assigned

Filing Date

**June 20, 2000**

Examiner

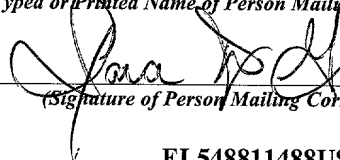
Not Yet Assigned

Group Art Unit

Not Yet Assigned

Invention: **GAMING TOKEN HAVING A VARIABLE VALUE**I hereby certify that this **Patent Application***(Identify type of correspondence)*

is being deposited with the United States Postal Service "Express Mail Post Office to Addressee" service under  
37 CFR 1.10 in an envelope addressed to: The Assistant Commissioner for Patents, Washington, D.C. 20231 on  
**June 20, 2000**

*(Date)***Tara D. Gee***(Typed or Printed Name of Person Mailing Correspondence)**(Signature of Person Mailing Correspondence)***EL548811488US***("Express Mail" Mailing Label Number)***Note: Each paper must have its own certificate of mailing.**

## **GAMING TOKEN HAVING A VARIABLE VALUE**

### **CROSS-REFERENCE TO RELATED APPLICATION**

- 5           This application is a continuation-in-part of co-pending provisional patent application Serial No. 60/202,573, filed May 10, 2000.

### **FIELD**

- 10           The present invention relates to equipment used in gaming casinos, and is also concerned with betting chips and tokens employed in casinos.

### **BACKGROUND**

- 15           The profitability of a casino is directly related to such factors as the statistical house advantage provided by games offered by the casino, and the amount of money wagered by players. In general, profits are increased in casinos by increasing the amount of money wagered. It is therefore in the interest of casinos to attract as many players as possible, and to encourage them to continue  
20       playing as long as possible and to wager as much as possible.

- One technique used by casinos to attract and retain players is the granting of complimentaries or "comps". Comps are benefits such as free or discounted food, lodging, entertainment or transportation given to players in recognition of amounts  
25       wagered and/or periods of time spent playing.

- U.S. Patent No. 5,967,896, entitled "Method and Apparatus for Controlling a Gaming Device Having a Plurality of Balances," and commonly assigned with this application, discloses a slot machine that employs multiple credit meters so  
30       that players are given incentives to pay relatively large credit balances into the slot machine instead of merely inserting enough of a payment for the next play cycle.

It would be desirable to add new features to existing games to provide incentives for further play. It would also be desirable to add features that enhance the interest and entertainment value of existing games.

## 5 SUMMARY OF THE INVENTION

An aspect of the invention provides a method of changing a value of a gaming token, where the method includes associating a first non-zero value with a gaming token, detecting an event, and, in response to detection of the event,  
10 associating a second non-zero value with the gaming token, the second non-zero value being different from the first non-zero value.

The gaming token may include a memory, in which case the associating steps may respectively include storing the first and second values in the memory.  
15 Alternatively, the associating steps may respectively include storing the first and second values in a database entry that corresponds to the gaming token.

The detected event may be insertion of the gaming token in a gaming device such as a slot machine. The detected event may, alternatively, be  
20 discharging of the gaming token from a gaming device. As an alternative, the detected event may be a period of time that a player has played a gaming device, or a number of times that a player has played a gaming device. As still another alternative, the detected event may be placing the gaming token in proximity to a value-changing device, such as a read/write device that may be actuated by a  
25 dealer to change the value of the gaming token. Such a device may include a mechanism for changing a magnetic state of a component of the gaming token.

According to a further aspect of the invention, the value associated from time to time with the gaming token may be displayed, for example, by a display  
30 device mounted on the gaming token.

According to another aspect of the invention, a gaming token includes a token body, and a display device mounted in the token body and being switchable between a first display status and a second display status different from the first display status. The display device may be arranged to display a first color in the first display status and a second color, different from the first color, in the second display status. Alternatively, the display device may be blank in the first status and may display an alphanumeric readout in the second display status. As still another alternative, the display device may display a first alphanumeric readout in the first display status and a second alphanumeric readout, different from the first readout, in the second display status. The display device may include a light-emitting diode or a liquid crystal display. One purpose of the display device is to display to a person the currently applicable value of the token.

According to yet another embodiment of the invention, a gaming token includes a token body, and a sound emitting device, mounted in the token body, for emitting at least one sound indicative of a status of the gaming token.

According to a further aspect of the invention, a method of using a gaming token includes providing a gaming token that includes a memory and a display device, storing in the memory value data indicative of a value of a gaming token, and displaying information on the display device, where the displayed information represents the value data stored in the memory. The method according to this aspect of the invention may also include detecting an event, updating the value data stored in the memory in response to detection of the event, and displaying on the display device updated information that represents the updated value data. Still further, the method may include redeeming the gaming token, and, in response to redemption of the gaming token, updating the value data stored in the memory. The redeeming step may include inserting the gaming token into a gaming device, such as a slot machine.

According to yet another aspect of the invention, a method of redeeming a gaming token includes providing a gaming token that includes a memory, storing



in the memory value data indicative of a value of the gaming token, inserting the gaming token into a gaming device, and in response to insertion of the gaming token into the gaming device, updating the value data stored in the memory.

5 Yet another aspect of the invention provides a memory device storing a database, the database including a plurality of entries, each entry including a first field for storing a token identifier that identifies a particular gaming token, and a second field for storing value data that represents a value associated with the gaming token identified by the token identifier stored in the first field.

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In accordance with still a further aspect of the invention, a method of administering a game of chance includes inserting a gaming token into a gaming device, and after the inserting step reading from the gaming token a token identifier. Further steps of this method include determining on the basis of the read token identifier whether a prize has been won, and displaying a result of the determining step. The reading step may include receiving a signal transmitted from the gaming token or optically scanning the gaming token. The determination as to whether a prize has been won may be based on two or more token identifiers read from two or more gaming tokens that have been inserted in the gaming device.

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Still another aspect of the invention provides a gaming device, which includes structure for receiving a gaming token, and circuitry for reading a token identifier from a gaming token that has been received by the token-receiving structure. The gaming device according to this aspect of the invention may also include communication circuitry for exchanging data signals from a host computer, and determining circuitry, connected to the reading circuitry and the communication circuitry, for determining whether a prize has been won, and also including a display responsive to the determining circuitry, for displaying an indication that a prize has been won.

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supporting multiple statuses, with preferred statuses giving rise to benefits for the player. Consequently, players are given an incentive to continue playing to obtain special-status tokens and the entertainment value of existing gaming devices is enhanced. Tokens provided in accordance with the invention include display  
5 and/or sound-emitting devices so that the token can display and/or announce its status to the player.

## **BRIEF DESCRIPTION OF THE DRAWINGS**

10 Fig. 1 is a flowchart that provides an overview of a method of using a gaming token provided in accordance with an aspect of the invention;

Fig. 2 is a schematic block diagram of a system of devices provided in accordance with the invention;

15 Fig. 3 is a schematic perspective view of a gaming token provided in accordance with the invention;

Fig. 4 is a block diagram showing electronic components of the gaming  
20 token of Fig. 3;

Fig. 5 is a block diagram illustration of a slot machine provided in accordance with the invention and included in the system of Fig. 2;

25 Fig. 6 is a block diagram illustration of a central controller that is part of the system of Fig. 2;

Fig. 7 is a block diagram illustration of an event device that is part of the system of Fig. 2;

30 Fig. 8 is a tabular representation of a token database stored in the central controller of Fig. 6;

Fig. 9 is a tabular representation of a value database stored in the central controller;

5            Fig. 9A is a tabular representation of a token status database that may be stored in the central controller in addition to or instead of the databases shown in Fig. 6.

10           Fig. 10 is a tabular representation of an event database stored in the central controller;

Fig. 11 is a flowchart that illustrates a process carried out in accordance with the invention;

15           Fig. 12 is a schematic front view of another embodiment of a slot machine provided in accordance with the invention; and

20           Figs. 13-22 are screen displays provided by the slot machine of Fig. 12 as virtual tokens are used, won or lost during a sequence of play cycles of the slot machine.

## DETAILED DESCRIPTION

25           The following definitions shall apply in this specification and in the appended claims.

“alphanumeric”    :   including letters or numerals, or both letters and numerals.

“client device”     :   includes a personal computer, portable computer, palm top  
30                           device, cellular telephone, personal digital assistant or any other device programmed with a browser program or other program to interact as a client relative to a host computer.

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a unique token identifier, the database may have an entry for each token, including a field corresponding to the token identifier and another field that indicates a value currently associated with the token.

- 5           Following step 102 is step 104. At step 104 an event occurs which, as will be seen, is to have an effect upon the value of the token. Such an event may take many forms, as will be described below. To give just a few examples, the event of step 104 may involve interaction between a gaming token and a gaming device. Such an interaction may include the token being inserted in the gaming device.
- 10          Another event may be the token being discharged or paid out from the gaming device. Other events may be related to a player who has the token in his or her possession or may soon come into possession of the token. Such events may include a period of time that the player has played a particular table game or gaming device (e.g., the player has played at a particular blackjack table for an
- 15          hour, or has played a particular slot machine for 45 minutes); or an event may be deemed to have occurred upon a player playing a particular game a certain number of times (e.g., the player has played 30 play cycles of a slot machine or 40 hands of blackjack). As another alternative, events may simply be the expiration of a pre-determined period of time or the occurrence of a pre-determined point in time. As
- 20          still another alternative, an event may be initiated by a casino employee, for example, the casino employee may bring a token into proximity with a device, to be discussed below, which allows the value of the token to be adjusted.

- 25               Step 106 follows step 104. At step 106 a new, updated value is associated with the token. From previous discussion it will be understood that the new value may be stored in a memory provided in the token, or the new value may be stored in a token database, and more particularly in a database entry that corresponds to the token.

- 30               The present invention, by providing a token with a varying value, or a token that in some other way changes in status from time to time, makes it possible to add additional playable aspects to existing games and to provide incentives for

players to continue playing games, and allows for enhancements in the entertainment value of casino games.

5 More detailed descriptions of embodiments of the invention will now be provided.

Fig. 2 is a simplified block diagram of a system that may be installed in a casino to implement one or more embodiments of the invention. In Fig. 2, reference numeral 200 generally indicates the system of the invention. Included in  
10 the system 200 is a central controller 202. The central controller 202 may be made up of multiple controllers.

The system 200 also includes a slot machine 204 and an event device 206, both connected for data communication with the central controller 202. Although  
15 only one slot machine is explicitly shown in Fig. 2, it is contemplated to include a large number of slot machines in the system 200 and connected to the central controller 202. Similarly, although only one event device is shown in Fig. 2, it is contemplated that a large number of event devices may be included in the system 200.

20 The slot machine 204 may include all of the hardware and software features of a conventional networkable slot machine. Details of the slot machine 204 will be discussed below. In addition, the slot machine 204 may include software and hardware features added in accordance with the invention to implement detection  
25 of events and to perform changes in value and/or status of gaming tokens that interact with the slot machine. An event device may also be a component of a slot machine.

The event device 206 may be an item provided in accordance with the  
30 invention. Details of the event device will be discussed below. From subsequent discussion it will be understood that slot machines may also function as event devices. The purpose of an event device is to detect events and to communicate

with gaming tokens to cause the gaming tokens to undergo changes in value or status as a result of the detected events. An event device may also be a component of a slot machine.

5           Also shown in Fig. 2 are tokens 208-1 and 208-2, respectively interacting with the slot machine 204 and the event device 206. Features of the tokens 208 will be discussed below. Although only two tokens 208 are shown in Fig. 2, it is contemplated that a very large number of tokens may be included in the system  
10 million or more tokens in a large casino. It is also contemplated to employ more than one type of token in a casino. For example, relatively large denomination tokens may be provided with the data storage, processing, token identification and/or display features to be described below, whereas some or all of these features may be omitted from low denomination tokens.

15           Fig. 3 is a schematic perspective view of one of the tokens 208. The token includes a body 210 which may be formed of molded plastic, clay, metal or the like. Mounted in the body 210 is a display 212. Housed within the body 210 and not shown in Fig. 3, are electronics for driving the display 212 and for performing  
20 other functions of the token 208. Also mounted in the token body 210 is an audio device 214 which provides an audio output to indicate the status of the token 208. Also to be noted in Fig. 3 is information 216 visually displayed by the display 212 to indicate the status and/or value of the token 208.

25           The display 212 may take many forms, including a liquid crystal display (LCD) and/or a light-emitting diode (LED). The display 212 may be segmented to display letters and/or numerals. The display 212 may be arranged to change colors, say from brown or bronze to gold, to indicate a change in status or an increased or decreased value of the token 208.

30           The audio device 214 may be a simple miniature audio transducer such as the Panasonic model EAF-8RM08EF. The audio device 214 may be driven to



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player, by squeezing or tapping the token or the like, may provide input signals to the processor 402.

Fig. 4 also shows a program 414 that controls the processor 402 and may be  
5 stored in one or both of the ROM 406 and the RAM 408. Also shown are data storage facility 416 for storing a token identifier that uniquely identifies the token 208, and data storage facility 418 for storing data indicative of a currently applicable value or status of the token 208.

10 Not explicitly shown in Fig. 4 is a power source such as a battery which provides power for the processor 402 and other components of the token 208, and which may also back up the RAM 408. The identifier storage facility 416 may be maintained in either the ROM 406 or the RAM 408, but the value storage 418 is preferably in the RAM 408 or in another memory device which is re-writable but  
15 permanent.

The present invention also contemplates variable-value gaming tokens that have a considerably simpler construction than that illustrated in Fig. 3 and 4. For example, the token identifier and storage therefore may be eliminated. Moreover,  
20 the token may store its value in a simple "one-bit" arrangement such as a magnetic element that is placed in one magnetic state to indicate a first value and is placed in another magnetic state to indicate a second value. A simple display to indicate the magnetic state of the magnetic element may also be provided.

25 The present invention contemplates providing gaming tokens that store a currently associated value and/or a token identifier but do not include either a display device or an audio device. In such cases, one or more other components of the system are arranged to read the currently associated value and/or the token identifier and to display the information read from the token or corresponding  
30 information retrieved from the central controller.

Fig. 5 is a block diagram representation of a slot machine provided in accordance with at least one embodiment of the invention. Slot machine 204 may be a conventional slot machine modified in accordance with the invention. The slot machine 204 includes known hardware components, such as a processor 502 which may be any commonly available microprocessing chip such as the microprocessors manufactured by Intel, and marketed under the trademark "Pentium". Processor 502 is shown in communication with each of a data storage device 510, a Read Only Memory (ROM) 506, a Random Access Memory (RAM) 504, a clock 508 and a communications port 540. Processor 502 can be in communication with the data storage device 510, the ROM 506, the RAM 504, the clock 508 and the communications port 540, either by means of a shared data bus or by dedicated connections, as is well known in the art. Furthermore, processor 502 may be embodied as a single processor or a number of processors.

Processor 502 runs at a clock speed determined by clock 508. Clock 508 sends timing signals to processor 502 for controlling the processor speed and for synchronizing data and processing instructions among the components of slot machine 204. Clock 508 may further be used to measure the passage of time.

RAM 504 and ROM 506 may be standard memory components that operate in a conventional manner.

The data storage device 510 and/or ROM 506 are operable to store one or more instructions and data, which the processor 502 is operable to retrieve, interpret and execute. The data storage device 510 may be, for example, any one of the following, a hard drive, a floppy disk drive, a DVD drive, a ZIP drive, or a tape drive. Data storage device 510 is operative to store a program 512, a probability table 514, and a payout table 516. In accordance with a preferred embodiment of the present invention, the program 512 contains processing instructions for directing processor 502 to retrieve and perform process steps as are described below. Data storage device 510 is preferably also operative to store an

operating system for operating the processor 502 as will be apparent to one of ordinary skill in the art.

Communications port 540 may be any input/output port commonly used for computer communications, such as a modem or other data transfer device. The communications port 540 connects the slot machine 204 for communication with the central controller 202 referred to above. It is also contemplated that the slot machine 204 may be in communication with other devices via the communications port 540. Among other functions, the communications port 540, under the control of the processor 502, may transmit data such as player tracking information received through the card reader/writer 526, discussed below. The communications port 540 may also receive and/or transmit data relevant to detection, or updating of the status and/or value of tokens 208 that interact with the slot machine 204. The communications port 540 may include multiple communication channels for simultaneous connections with a plurality of external devices.

Processor 502 is further operatively connected to hopper controller 546. Hopper controller 546 controls the dispensing of tokens and/or currency by slot machine 204 to hopper 548. The hopper controller 546 is connected to the hopper 548 for the purpose of dispensing tokens and/or coins. For example, a player can cash out credits to receive tokens in a conventional manner by pushing a cash out button (not shown) on the slot machine 204. The processor 502 then checks data stored in RAM 504 or data storage device 510 to determine if the player has any available credits and, if so, signals the hopper controller 546 to release an appropriate number of coins and/or tokens into a hopper 548, where the coins and/or tokens may be collected by the player.

Processor 502 is further operatively connected to token and currency acceptor 544. A player may deposit gaming tokens and/or currency (coins and/or bills) with the slot machine 204 via the token acceptor 544 (which also may include a paper currency receiving and validating device). It is also contemplated

that the slot machine 204 may be equipped to receive payment in electronic form from a payment card such as a credit card, debit card, or value card. In any event, the token acceptor 544 determines the number of tokens or currency deposited and transmits such information to processor 502 which stores credit information in an appropriate register (not shown) in RAM 504 and/or data storage device 510.

Processor 502 is preferably in communication with a starting controller 528. The starting controller 528 is an input device, such as a button, handle, touch-screen or other known input device, and is used by the player to initiate a play cycle of the slot machine 204.

A player tracking device 520 is also in communication with the processor 502. The player tracking device 520 includes a card reader/writer 526 for reading player identification information stored on a player tracking card (not shown), which is preferably encoded with information to identify the player, in a known manner. The player tracking device 520 also preferably includes a display 522, having an associated player interface, such as a numeric keypad 524 for entry of player information. The player tracking device 520 may be embodied, for example, as the Mastercom device, commercially available from Bally Manufacturing. Tracking individual players may be useful in rewarding players for participating in or causing particular events and/or in motivating players to participate in or cause such events.

Processor 502 is further operatively connected to a random number generator 530 and a reel controller 532. Random number generator 530 may be an electronic pseudo-random number generator, as known to those who are skilled in the art, which determines a random number from a random electrical event or combination of events. The reel controller 532 is an electromechanical device, likewise known to those who are skilled in the art, which controls, monitors and records the position of slot reels 534, 536 and 538.

As noted above, a player may initiate a play cycle on the slot machine 204 by actuating starting controller 528. Thereafter, processor 502 initiates the random number generator 530 to generate a random number and transmit such number to processor 502. The processor 502 looks up the generated random number in an appropriate field of the probability table 514, and retrieves the corresponding reel combination, or an individual game result. The processor 502 then directs the reel controller 532 to spin reels 534, 536 and 538 and to stop at a point when a combination of symbols corresponding to the retrieved individual game result is displayed. The processor 502 then consults payout tables 516 to determine what, if any, payout is due in respect of the game results. If a payout is due, then a corresponding credit is added to whatever credits are already stored for the player in the slot machine 204. The processes described in this paragraph are such as are conventionally performed in slot machines.

The slot machine 204 also includes token read/write devices 550 which are connected to the processor 502. The token read/write devices 550 are provided for the purpose of communicating with intelligent tokens of the type described in connection with Figs. 3 and 4. The token read/write devices 550 may be devices of the type used to communicate with article identification and tracking transponders, and may be placed at the token intake 552 (Fig. 2) and/or at the hopper 548. As will be seen, the token read/write devices 550 may operate to detect the presence of a token, and thereby detect an event such as insertion of a token into the slot machine 204 and/or discharging of a token from the slot machine 204. The token read/write devices 550 may cooperate with the token acceptor 544 and/or hopper controller 546, under supervision of processor 502, to determine the face denomination and/or value of the tokens inserted into and discharged from the slot machine 204. The token read/write devices 550 may also send instructions to the tokens or to the controller 202 to change the value and/or status of the tokens.

Fig. 6 is a block diagram illustration of the central controller 202. The central controller 202 may be implemented by conventional computer hardware such as a personal computer, mini computer, mainframe computer or server

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wireless communication with tokens 208 brought into proximity of the event device 206. Such devices for communicating with the tokens may include conventional devices used to interact with article identification and tracking transponders. For example, the event device 206 (as well as the slot machine 204) may utilize conventional RFID technology with a suitable transponder being included in each of the tokens 208.

Where a "one-bit" variable-value gaming token is used, as discussed above, the event device may be replaced with a much simpler device for changing the value of a token. Depending on the make-up of the gaming token, a simple permanent magnet, or an operator-actuated electro-magnet, may be used by a dealer or a cashier employee to change the status of a gaming token so as to indicate an enhanced value. A suitable degaussing device may be used to reverse the status of the gaming token.

Fig. 8 shows a table 800 that illustrates the token database 616 stored in the central controller 202. The table 800 has columns 802 and 804, which respectively correspond to token identifier entries and value number entries. In each row of the table 800, there is a first field under column 802 which contains a token identifier that uniquely identifies a particular one of the tokens 208. Also in the row is a second field in which there is a number that corresponds to the value currently associated with the token identified in the first field of the row. Although five-digit numbers are shown in column 802, it is contemplated to use numbers having a larger number of digits, so that a larger number of tokens may be uniquely identified. The meaning of the value numbers stored under column 804 will be explained in connection with the value database to be described immediately below. Although only three entries are shown in the Table 800 of Fig. 8, it is contemplated to include a much larger number of entries, and particularly one entry for each of the tokens 208 employed in a particular casino. As noted before the number of tokens may be in the thousands or even upwards of one million.



Fig. 9 shows a table 900 that is an illustration of the value database 618 of Fig. 6. Continuing to refer to Fig. 9, the table 900 includes columns 902 and 904, which respectively store value numbers and corresponding values. That is, in each entry in the table 900 the first field, under column 902, stores a number by which a  
5 respective token value is indexed, and in the second field for the entry the currently applicable value for the corresponding token is stored. Thus, value number 1 corresponds simply to a token value of \$5.00. Similarly, value number 2 corresponds to a token value of \$7.00. Value number 3 indicates that each token assigned this value number is to be accorded a value equal to the face value of the  
10 token plus \$3.00. Value number 4 indicates that tokens assigned this value number are to be accorded a value that declines over a period of time from an initial value of \$5.00 down to a final value of \$3.00. It is noted that the time period begins with the occurrence of an event such as the payment of the token to a particular player.

15 Although not indicated in the particular examples of values recited in Fig. 9, it is also contemplated that tokens may be accorded different values for different purposes. Thus, a token may be accorded its face value for the purpose of redeeming the token for cash, but may be accorded a higher value if inserted into a slot machine. Such an arrangement would tend to give the player an incentive to  
20 use the token for slot machine play. The higher value accorded the token for slot machine play may decrease over time, to give the player an incentive to begin playing the slot machine promptly after the event which caused the token to acquire the higher value.

25 Although only four different values are listed in the table of Fig. 9, it is contemplated that a smaller or much larger number of different values may be assigned to various ones of the tokens 208 to be used in a given casino.

Moreover, although token database 616 and value database 618 have been  
30 separately illustrated, it will be recognized that these two databases can be combined in one, by substituting for the value number entries in the table of Fig. 8, the corresponding value entries from the table of Fig. 9.

Fig. 9A shows a table 950 that illustrates a token status database that may be stored in the central controller in addition to or instead of the databases shown in Fig. 6. Continuing to refer to Fig. 9A, the table 950 has a column 952 for  
5 storing token identifiers for respective tokens, a column 954 for storing indications of the status of the respective tokens, and a column 956 for storing information as to the benefits associated with the status of each token. The various statuses shown in column 954 may be represented by respective displays provided by the tokens, such as displays of colors that conform to the statuses. Alternatively, the display  
10 on the respective token may include an alphanumeric indication of the token status, such as "bronze", "silver", "gold", "platinum".

Fig. 10 shows a table 1000 that illustrates the event database 620 of Fig. 6. Continuing to refer to Fig. 10, the table 1000 has columns 1002 and 1004, for  
15 respectively setting forth events that trigger a change in value, and the corresponding value number representing a value to be associated with a token upon the occurrence of the event. For example, in an entry 1006, an event is stated as a token having been inserted into a slot machine. It will be recognized that this may be detected by a token read/write device of a slot machine present at the token  
20 intake of the slot machine.

At 1008 of table 1000 an event is stated as a player having undertaken 1,000 play cycles of a slot machine within a two hour period. Such an event may be detected by conventional player tracking software maintained in either or both  
25 of a slot machine 204 or the central controller 202.

An event stated at 1010 is that a player has been playing blackjack for a period of one hour. Such an event may also be detected by player tracking equipment installed at a blackjack table and arranged to read a player card. In this  
30 case, the player tracking device may function as an event device and may be arranged to increase the value of a token that is in the possession of the player.

Stated at 1012 is another event, in which a player has entered a high stakes poker room. This event may be detected by conventional player card reading equipment and/or by a token detector which determines that one or more tokens have been brought into the high stakes poker room by a player.

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At the next entry, indicated at 1014, the event stated is that a token has been discharged from a slot machine. Such an event may be detected by a token read/write device provided at the hopper of a slot machine.

10 Although the event database 620 has been illustrated as being resident on the central controller 2002, it should be noted that instead, or in addition, portions or all of the event database 620 may also be stored in individual ones of the slot machines and event devices that make up this system. Thus it is contemplated by the invention that updating of token values in response to events may occur solely  
15 at the direction of the central controller 202 in response to data indicative of events received from other components of the system 200. Alternatively, some or all updating of token values may occur at the direction of system components such as slot machines and event devices. The resulting updating of token value is then preferably stored in the token database 616 of the controller 202. However, it is  
20 also contemplated that the token value be stored additionally or exclusively in the value store 414 (Fig. 4) of each token 208.

Fig. 11 illustrates a process 1100 which in general terms sets forth a cycle in which a token has its value updated as a result of an event, and then the token is  
25 redeemed for the updated value.

According to a first step 1102 in the process 1100, an initial value is associated with a token. In many cases, the initial value is simply the face value of the token. Thus, a \$5.00 token may initially have a \$5.00 value associated  
30 therewith. The association of the value with the token may be documented in either or both of two ways that have been discussed above; namely storing an appropriate entry in the token database of the central controller 202 and/or storing

the token value in the value store of the token itself. If the token value is stored in both the token memory and in the central controller token database, then the token database may serve as a backup or confirmation for the value data stored in the token memory.

5

If the token in question has a display, then the display may indicate that the token is at face value. Alternatively, when the token is at face value, the display may be maintained in a blank state. Similarly, if the token has an audio device, the audio device may be disabled from emitting any sound when the token is at face value.

10

Following step 1102 is step 1104. At step 1104 an event occurs that is relevant to the value of the token. Such events may be of many different kinds. For example, an event may be related to an interaction between a token and a slot machine. Examples of such events are a token being inserted a slot machine and a token being discharged from a slot machine. Another event may occur if a token is retained in a slot machine for a certain period of time.

15

Other events may involve interaction of a player with a slot machine. For example, an event may be considered to have occurred if a player has initiated a certain number of play cycles of the slot machine. Alternatively, an event may be deemed to have occurred if the player has been playing a slot machine for a predetermined period of time. Moreover, an event may be based upon a number of play cycles and a period of time, for example 100 play cycles within a period of 20 minutes. As another example, an event may be deemed to have occurred when a player has lost a predetermined amount of money. As still another example, in the context of a video poker machine, an event may be deemed to have occurred if a player has achieved a certain rank of hand a certain number of times within a predetermined period of time.

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There may also be events that arise from player activities that are unrelated to slot machines. Thus, an event may be deemed to have occurred upon a player's

entering or leaving a particular room, or joining in or leaving play at a certain gaming table.

Events may also be deemed to have occurred without activity on the part of the player or any interaction with a slot machine. For example, an event may be deemed to have occurred upon the expiration of a predetermined period of time after another event. Alternatively, an event may be deemed to have occurred upon the occurrence of a pre-determined point in time.

Another type of event that may occur is that a token is issued to a player by a cashier of the casino, or is cashed in by the player.

Step 1106 follows step 1104. At step 1106 the event referred to in step 1104 is detected. When the event entails interaction of a token with a slot machine, the detection of the event may be via a token read/write device 550 (Fig. 5), as previously discussed. When the event involves a player interaction with a slot machine, the detection of the event may be via player tracking equipment included in the slot machine and in the system 200, as noted above. Similarly, player tracking equipment may also be used to detect events related to player participation in table games. Events related to token transactions with a cashier may be registered by the cashier personnel and/or may be detected by event devices installed at the cashier location.

After step 1106 is step 1108, at which an updated value is associated with the token in response to detection of the event. The appropriate updated value is determined by referring to the event database 620 (Fig. 6). This may be done by the device that detects the event, if the event database is stored therein. If the event database is only present in the central controller 202, then the device that detects the event communicates with the central controller, and based on the communication the central controller determines the appropriate updated value for the token in question. The central controller may then transmit the appropriate updated value to the device that detected the event, so that device causes the token

to store the updated value. In addition or alternatively, the central controller itself may update the corresponding entry in the token database. Assuming that the token includes a display device and/or an audio device, then the token may provide an updated display and/or may provide audio output to indicate the new, updated value of the token.

Following step 1108 is step 1110. In step 1110 the token which has the updated value is redeemed. Redemption may occur in a number of ways. For example, the token may be redeemed by being inserted into a slot machine which credits the player with a number of play credits equivalent to the updated value of the token. In this case, it will be understood that the slot machine has read the value from the token via the token read/write device 550 referred to above. Alternatively, the read/write device may be employed to read the token identifier and then, using the token identifier, the slot machine queries the central controller as to the value currently associated with the token. Based on the response from the central controller, the slot machine provides an appropriate amount of credit to the player, corresponding to the currently associated value of the token as reported by the central controller.

The token may also be redeemed by being cashed in at a cashier facility. In this case the token value may be read from the token display by a cashier employee. Alternatively, a read/write device may be provided to read the token value directly from the token via wireless communication. As another alternative, the token identifier may be read by the read/write device which then queries the central controller to receive a response indicative of the currently associated value for the token.

A token may also be redeemed at a snack bar, souvenir shop or other facility associated with the casino by being used to pay for goods or services. The currently associated value of the token may be determined in these cases in the same manner by which it was determined in the cashier example stated above.

\* \* \* \* \*

There will now be described examples of promotional programs that may be implemented by a casino using the methods and apparatus of the present invention. The examples listed herein do not necessarily constitute an exhaustive list of all possible embodiments and do not necessarily require the above-described hardware.

Example 1

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Some or all tokens discharged from a slot machine are assigned an augmented value upon the event of being discharged from the slot machine as a payout to a player. The augmented value is applicable only when the tokens are inserted in the slot machine from which they were discharged or inserted into another slot machine. The augmented value may be assigned such that the augmented value decreases over a period of time or is eliminated upon the expiration of a period of time. With a promotional program of this sort, players are given an incentive to use discharged tokens to continue playing the slot machine. If the augmented value decreases or is extinguished over time, then the incentive is to resume play immediately or within a short time.

A program of this kind tends to encourage continued playing of slot machines, which enhances the profitability of the casino.

When the token is inserted in the slot machine, the system detects the augmented value and credits the augmented value to the player. This may be done by a token read/write device at the token intake of the slot machine reading from the token the token value stored in the value store of the token. Alternatively, the token/read write device may read the token identifier from the token, and the slot machine may then communicate with the central controller to determine the value currently associated with the token, as stored in the token database of the central controller. At the same time, preferably the augmented value is deducted from the

value associated with the token. The removal of the augmented value may occur pursuant to communication from the token read/write device to the processor in the token. The processor in the token then causes the appropriate updated value (say the face value of the token) to be written into the value store of the token. In addition, the slot machine may communicate with the central controller to inform the central controller that the token has been redeemed. The central controller then updates the entry for the token in the token database to indicate that the currently applicable value of the token is the face value. Consequently, the token is effectively redeemed by being inserted in the slot machine and the associated value of the token is reduced to be equal to the face value of the token.

Thus in this example two events occur. These events are discharging of the token from the slot machine, which causes the associated value of the token to be increased, and insertion of the token into the slot machine, which causes the associated value of the token to be reduced to the face value.

### Example 2

When a player leaves a gaming table such as a blackjack table after having played a certain number of hands (say 50 hands) or after playing for a certain period of time (say 1 hour) the dealer uses an event device to augment the value of one of the player's tokens. The augmented value may only be realizable by using the token to play a slot machine. As in the previous example, when the token is inserted in a slot machine, a token read/write device at the intake of the slot machine reads and credits the player for the augmented value, and at the same time the token read/write device changes the associated value of the token so that the associated value of the token is reduced to the face value of the token.

As a variation to this example, the dealer may operate the event device to provide the augmented token value only when the player is leaving the gaming table.



A program of this kind rewards players for extended play at a gaming table, while at the same time giving the player an incentive to use remaining tokens for slot machine play. This is advantageous to the casino since slot machines are generally the most profitable game from the point of view of the casino.

5

The dealer's augmenting the value of the token may occur based on circumstances other than or in addition to the number of hands or the length of time that the player has played the table game. For example, if the table game is crowded and/or if slot machines are unused at a particular point in time, then the dealer may augment token values for use in slot machines in order to encourage players to leave the table game to start playing a slot machine. This may aid in relieving crowding at the card table, while causing unused slot machines to be put into use.

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### Example 3

Some or all of the tokens discharged by a first slot machine may, upon discharge from the slot machine, be placed in a "bonus" status. A second slot machine, with special characteristics that are advantageous for the player, is provided. The second slot machine can only be played with tokens that have the bonus status. For example, the second slot machine may have an especially high payout, or may be arranged, on average, to pay out a higher ratio of the amount wagered than standard slot machines.

15

A promotional program of this type encourages players to play the first slot machine in order to earn the privilege of playing the second slot machine using bonus tokens discharged from the first slot machine.

To prevent immediate cash outs from the first slot machine, the bonus tokens may be discharged only after a certain period of time that the player has played the first slot machine, or only after a certain number of play cycles by a

20

given player, or the bonus tokens may only be discharged to reflect winning results from the first slot machine.

#### Example 4

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A bingo game card is issued to some or all players at a casino. Tokens discharged from slot machines are caused to display suitable numbers so that the tokens may be used as game pieces with the bingo cards.

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As in the previous example, to deter players from immediately cashing out credits at slot machines, the tokens are caused to display bingo game numbers only if discharged from the slot machine after the player has been playing for a predetermined period of time, or has played a certain number of play cycles; or alternatively only tokens which represent credits earned from winning play cycles

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are caused to display bingo game numbers.

Suitable prizes may be awarded for having game pieces that match a row, column or diagonal of the player's bingo game card.

20

In this promotional program, the bingo game is a secondary game relative to the slot machine play. This program makes use of the display feature of the gaming token disclosed herein, and does not require a change in the value of the token.

25

This promotional program adds to the interest and entertainment value of slot machines and provides incentives for players to increase or continue their playing of slot machines.

#### Example 5

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Some or all tokens discharged from slot machines are caused to display randomly-generated nine digit numbers. An announcement is made at the casino

that any person who turns in a token that displays a number that matches the person's social security number wins a large prize such as a million dollars.

Again, this promotional program encourages playing of slot machines.

- 5 Preferably the same precautions against immediate cashouts are taken as in the two previous examples.

In effect this promotional program implements a "lucky token" drawing.

10 Example 6

Another "lucky token" drawing game may be implemented as follows.

- 15 An announcement is made at the casino that one token discharged from a slot machine within the next half hour (in regard to credits accrued from winning a play at the slot machine) will display a special indicia such as "grand prize". A prize such as a car will be awarded to the player who turns in the token which displays "grand prize".

- 20 As a variation on this program, whether a token is the winning token or not can be determined only by inserting the token into a slot machine and betting the credit awarded for the token. The slot machine reads the token and determines, based on the token identifier for the token, whether it is the prize winning token. The slot machine then provides a suitable display if the winning token is read. It is  
25 to be noted that for this variation the token need not have a display. Indeed, the token only needs to bear its token identifier in some machine readable form, which may be an optically scannable form. In the latter case there is no need to provide a memory in the token for storing the token identifier.

30

Example 7

5 In this promotion an enhanced value may be transferred from one token to another. A token having an enhanced value is inserted in a slot machine. A credit reflecting the enhanced value is generated in the slot machine. The credit is used for one or more play cycles, which results in a winning outcome. A token discharged from the machine to pay off the winning outcome has the enhanced value from the first token plus a further enhanced value. This token may then be inserted in the machine to attempt to win a token with a still further enhanced value. Each time a token is inserted in the machine its enhanced value is wiped out from the inserted token.

15 This promotion also provides incentives for more and continued playing of slot machines.

Example 8

20 This promotion requires only that the tokens carry machine readable identifiers and that the slot machines be arranged to read the token identifiers from the tokens. The tokens need not be capable of displaying the respective identifier, nor does the reading of the token have to be via wireless communication between the slot machine and the token.

25 In this example all tokens are randomly assigned to sets of three tokens. If all three tokens in a particular set are used to bet on the same play cycle in a single slot machine, then a large prize, such as a million dollars, is awarded.

30 Again, this promotion provides an incentive for more playing of slot machines.

Example 9

When a token having a “bonus” status is inserted in a slot machine, the slot machine detects the bonus status and implements a probability table and/or a payout table that is more favorable to the player than standard tables used in other slot machines.

Example 10

When a token has a “bonus” status, an individual who possesses the token may be allowed to take advantage of special deals at shops and/or restaurants of the casino.

Example 11

A token that was just inserted in a slot machine has its value increased if the next play cycle of the slot machine results in a certain reel position or combination of reel positions.

\* \* \* \* \*

There will now be described another embodiment of the invention. In this embodiment, instead of assigning variable values to actual tokens, variable values or statuses are assigned to “virtual tokens” displayed by a slot machine used in other slot machines.

Fig. 12 is a front view of a slot machine 204' which has been modified in accordance with this embodiment of the invention. The slot machine 204' of Fig. 12 need not have the token read/write capability of the slot machine embodiment described in connection with Fig. 5. Otherwise, the slot machine 204' may include the same components as the slot machine 204 of Fig. 5. As shown in Fig. 12, the slot machine 204' includes reels 1202 and a touch screen 1204.

Fig. 13 is a magnified representation of the touch screen 1204 and the image displayed on the touch screen. Displayed on the touch screen 1204 are virtual tokens 1206. Each virtual token 1206 represents a credit available to the player for use in wagering in the slot machine 204'. A use number indicated at 1208 is assigned to each of the virtual tokens 1206. The use number is indicative of the number of times that the credit represented by the virtual token 1206 has been used for wagering in the slot machine 204'.

The "0" use number associated with each of the virtual tokens shown in Fig. 13 indicates that the credits represented by those tokens have not yet been used for wagering. For example, the corresponding credits may just have been generated in response to currency or tokens inserted in the slot machine. Credits corresponding to particular ones of the virtual tokens may be selected for use as a wager in the next play cycle of the slot machine by the player touching the touch screen at the point where the virtual tokens are displayed. For example, if the player touches the touch screen at the place where the two upper virtual tokens 1206 are displayed, then the corresponding credits are selected for wagering in the next play cycle, and the selection and identification of these two virtual tokens for use in the next cycle is indicated by displaying the virtual tokens in a bold manner, as indicated at 1210 in Fig. 14. If a play cycle results in a losing outcome, then the corresponding virtual tokens selected for use as wagers in that play cycle are removed from the display. It is assumed that the two selected virtual tokens illustrated in bold in Fig. 14 were wagered on a losing play cycle and therefore are removed from the display, resulting in the display shown in Fig. 15.

It is next assumed that the player touches the touch screen 1204 at the place where the left-hand one of the remaining two virtual tokens is displayed, thereby selecting that virtual token for use as a wager on the next play cycle. The resulting screen display is shown in Fig. 16, with the left-hand remaining virtual token displayed in bold, as indicated at 1212. It is now assumed that the play cycle upon which that virtual token is wagered results in a winning outcome and that the

payout for the winning outcome is two additional credits. The resulting display is shown in Fig. 17. It will be observed that two new, unused virtual tokens 1214 are added to the display, to represent the new credits won in the winning play cycle. In addition, as indicated at 1216, the use number for the successfully wagered token 1206 has been updated to indicate that the virtual token in question has been successfully used one time.

Let it next be assumed that the player selects three of the virtual tokens for wagering on the next play cycle. Further assume that the three tokens selected for wagering are the once-used token, the other "old" virtual token and the left-hand one of the two newly-earned virtual tokens. The resulting screen display is shown in Fig. 18. As before, the virtual tokens selected for wagering are displayed in bold, as indicated at 1218.

It is now assumed that the play cycle on which these three virtual tokens are wagered is successful, and results in a payout of one additional credit. The resulting screen display is shown in Fig. 19. The new virtual token labeled 1220 represents the credit won in the latest play cycle. In addition, the use numbers for the three virtual tokens that were wagered are updated. In particular, the virtual token that was successfully wagered twice is assigned a use number of "2", as indicated at 1222. The two virtual tokens that were just wagered successfully for the first time are assigned use numbers of "1", as indicated at 1224.

For the next play cycle it is assumed that only the virtual token which has been used twice before is selected for wagering. The resulting screen display is shown in Fig. 20. As seen at 1226, the virtual token selected for wagering is again displayed in bold. It is now assumed that the next play cycle also results in a winning outcome and that one additional credit is paid out. The resulting screen display is shown in Fig. 21. It will be noted that the new credit won at the last play cycle is represented by a new virtual token 1228. Also, as indicated at 1230, the use number for the wagered virtual token is again updated, this time to indicate that the virtual token in question has been wagered successfully three times. At this





In many examples referred to above, gaming tokens have been caused to  
5 change from one status to another. In general it is contemplated to provide gaming  
tokens that may be capable of having two or more statuses. For example, gaming  
tokens according to the invention may be switchable among three or more different  
values.

20     Embodiments of the invention as described above have been concerned with applications of the invention to gaming casinos. However, it is also contemplated to apply aspects of the invention to tokens used in game arcades. For example, the display feature of the inventive gaming token may be used in an arcade to support secondary games (that may be like the secondary games of Examples 4-6) to give  
25     players incentives for continued playing of games at the arcade.

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modifications and variations may be made with respect to the embodiments described herein without departing from the spirit and scope of the present invention.

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What is claimed is:

- 1 1. A method of changing a value of a gaming token, the method comprising:  
2 associating a first non-zero value with a gaming token;  
3 detecting an event; and  
4 in response to detection of the event, associating a second non-zero value  
5 with the gaming token, the second non-zero value being different from the first  
6 non-zero value.
- 1 2. The method of claim 1, wherein the gaming token includes a memory, and  
2 the associating steps respectively include storing the first and second values in the  
3 memory.
- 1 3. The method of claim 1, wherein the associating steps respectively include  
2 storing the first and second values in a database entry that corresponds to the gaming  
3 token.
- 1 4. The method of claim 1, wherein the detected event is insertion of the  
2 gaming token in a gaming device.
- 1 5. The method of claim 4, wherein the gaming device is a slot machine.
- 1 6. The method of claim 1, wherein the detected event is a period of time that a  
2 player has played a gaming device.
- 1 7. The method of claim 6, wherein the gaming device is a slot machine.
- 1 8. The method of claim 1, wherein the detected event is a number of times  
2 that a player has played a gaming device.
- 1 9. The method of claim 8, wherein the gaming device is a slot machine.
- 1 10. The method of claim 1, wherein the detected event is discharging of the  
2 gaming token from a gaming device.
- 1 11. The method of claim 10, wherein the gaming device is a slot machine.

1 12. The method of claim 1, wherein the detected event is placing the gaming  
2 token in proximity to a value-changing device.

1 13. The method of claim 12, wherein the value-changing device includes  
2 magnet means for changing a magnetic state of a component of the gaming token.

1 14. The method of claim 1, wherein the second non-zero value is greater than  
2 the first non-zero value.

1 15. The method of claim 1, wherein the second non-zero value is less than the  
2 first non-zero value.

1 16. The method of claim 1, further comprising:  
2 displaying at least one of the values.

1 17. The method of claim 16, wherein the displaying step includes displaying  
2 the at least one of the values by means of a display device mounted on the token.

1 18. The method of claim 1, wherein the gaming token includes a memory for  
2 storing a token identifier, the method further comprising:  
3 receiving the token identifier.

1 19. The method of claim 1, further comprising:  
2 transmitting the second non-zero value to the gaming token.

1 20. The method of claim 19, further comprising:  
2 receiving the second non-zero value from the gaming token.

1 21. A system for changing values of gaming tokens, the system comprising:  
2 a plurality of gaming tokens;  
3 means for associating a first non-zero value with one of the gaming tokens;  
4 detecting means for detecting events; and  
5 means, responsive to said detecting means, for associating a second non-  
6 zero value with said one of the gaming tokens, the second non-zero value being  
7 different from the first non-zero value.

- 1 22. The system of claim 21, wherein each of the gaming tokens includes a  
2 memory for storing data indicative of a value of the respective token.
- 1 23. The system of claim 21, wherein each of the gaming tokens includes a  
2 memory for storing a token identifier for the respective token.
- 1 24. The system of claim 23, further comprising database means for storing data  
2 indicative of respective values of the plurality of tokens.
- 1 25. The system of claim 21, further comprising at least one gaming device for  
2 detecting values associated with the gaming tokens.
- 1 26. The system of claim 25, wherein the at least one gaming device includes a  
2 slot machine.
- 1 27. The system of claim 21, wherein the detecting means includes means  
2 associated with a gaming device for detecting insertion of the gaming tokens into  
3 the gaming device.
- 1 28. The system of claim 27, wherein the detecting means includes means  
2 associated with a gaming device for detecting discharging of the gaming tokens  
3 from the gaming device.
- 1 29. The system of claim 21, wherein the detecting means includes a player  
2 tracking system.
- 1 30. A gaming token comprising:  
2 a token body; and  
3 a device mounted in the token body for outputting a signal detectable by a  
4 holder of the token to indicate a status of the gaming token.
- 1 31. A gaming token comprising:  
2 a token body; and

3 a display device mounted in the token body, the display device being  
4 switchable between a first display status and a second display status different from  
5 the first display status.

1 32. The gaming token of claim 31, wherein the display device displays a first  
2 color in the first display status and displays a second color, different from the first  
3 color, in the second display status.

1 33. The gaming token of claim 31, wherein the display device is blank in the  
2 first display status and displays an alphanumeric readout in the second display  
3 status.

1 34. The gaming token of claim 31, wherein the display device displays a first  
2 alphanumeric readout in the first display status and displays a second alphanumeric  
3 readout, different from the first alphanumeric readout, in the second display status.

1 35. The gaming token of claim 31, wherein the display device includes a light-  
2 emitting diode.

1 36. The gaming token of claim 31, wherein the display device includes a liquid  
2 crystal display.

1 37. A gaming token comprising:  
2 a token body; and  
3 a sound emitting device, mounted in the token body, for emitting at least  
4 one sound indicative of a status of the gaming token.

1 38. A method of using a gaming token, the method comprising:  
2 providing a gaming token that includes a memory and a display device;  
3 storing data in the memory; and  
4 displaying information on the display device, the displayed information  
5 representing the data stored in the memory.

1 39. The method of claim 38, wherein the data stored in the memory is value  
2 data indicative of a value of the gaming token.



1 47. A memory device according to claim 46, wherein the second fields  
2 collectively store first data representing a first non-zero value associated with a first  
3 gaming token and second data representing a second non-zero value associated with  
4 a second gaming token.

1 48. A method of administering a game of chance, the method comprising:  
2 inserting a gaming token into a gaming device;  
3 after said inserting step, reading from the gaming token a token identifier;  
4 determining on the basis of the read token identifier whether a prize has  
5 been won; and  
6 displaying a result of the determining step.

1 49. The method of claim 48, wherein the gaming device is a slot machine.

1 50. The method of claim 48, wherein the reading step includes receiving a  
2 signal transmitted from the gaming token.

1 51. The method of claim 48, wherein the reading step includes optically  
2 scanning the gaming token.

1 52. The method of claim 48, further comprising:  
2 inserting at least one additional gaming token into the gaming device; and  
3 reading at least one additional token identifier from the inserted at least one  
4 additional gaming token;  
5 wherein the determining step is based on the read at least one additional  
6 token identifier.

1 53. A gaming device, comprising:  
2 means for receiving a gaming token; and  
3 reading means for reading a token identifier from a gaming token that has  
4 been received by the means for receiving.

1 54. The gaming device of claim 53, further comprising:  
2 communication means for exchanging data signals with a host computer;





- 1 63. The method of claim 59, wherein the updating step includes adding at least  
2 one virtual token to the displayed set if the play outcome indicates a win.
- 1 64. The method of claim 59, wherein the updating step includes incrementing  
2 the use number associated with the identified virtual token if the play outcome  
3 indicates a win.
- 1 65. The method of claim 59, wherein the updating step includes removing the  
2 identified virtual token if the play outcome indicates a loss.
- 1 66. The method of claim 59, wherein zero is the use number associated with a  
2 virtual token that has not been identified for betting.
- 1 67. The method of claim 59, wherein the use number associated with a virtual  
2 token is equal to a number of times the virtual token has been identified for betting  
3 without being lost.
- 1 68. The method of claim 59, further comprising:  
2 providing a benefit to the player for each virtual token having a use number  
3 equal to a predetermined threshold.
- 1 69. The method of claim 59, wherein the gaming device is a slot machine.
- 1 70. A gaming device, comprising:  
2 means for receiving a payment from a player;  
3 means for generating a credit corresponding to the received payment;  
4 display means for representing the credit as a displayed set of at least one  
5 virtual token;  
6 means for associating a use number with each virtual token;  
7 means for identifying at least one virtual token for betting;  
8 means for determining a play outcome; and  
9 means for updating the displayed set of at least one virtual token on the  
10 basis of the play outcome.

- 1 71. The gaming device of claim 70, wherein the display means and the means
- 2 for identifying include a touch screen.

### ABSTRACT

A system installed in a casino allows gambling chips in the casino to have variable values. Each chip has an electronic circuit installed in it to store a chip  
5 identifier and data indicative of a value currently associated with the chip. Slot machines and other devices are arranged to interact with the gambling chips to read and write data from and into the chips. A central controller is connected to the slot machines and other devices that interact with the chips. The chips carry a display and/or an audio device to apprise players of the value currently associated with the  
10 chip.

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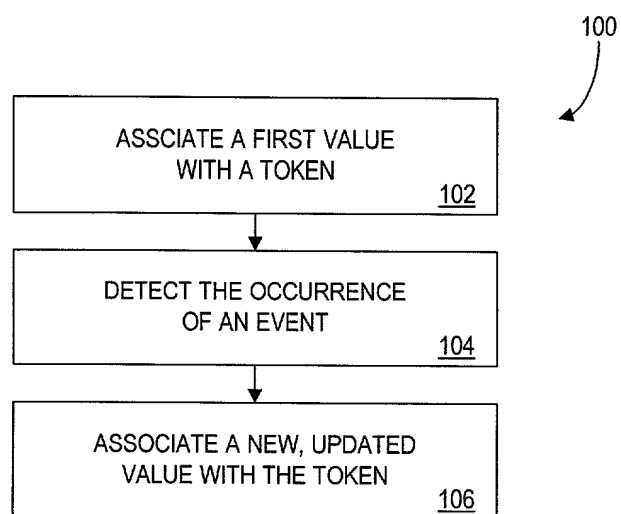


FIG. 1

200

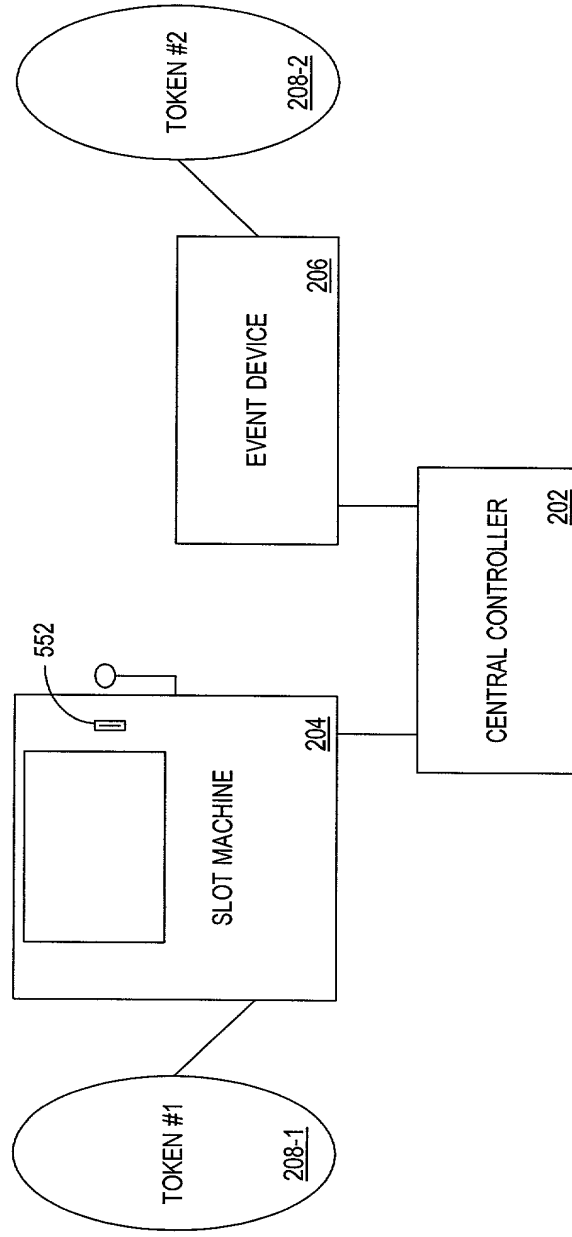


FIG. 2

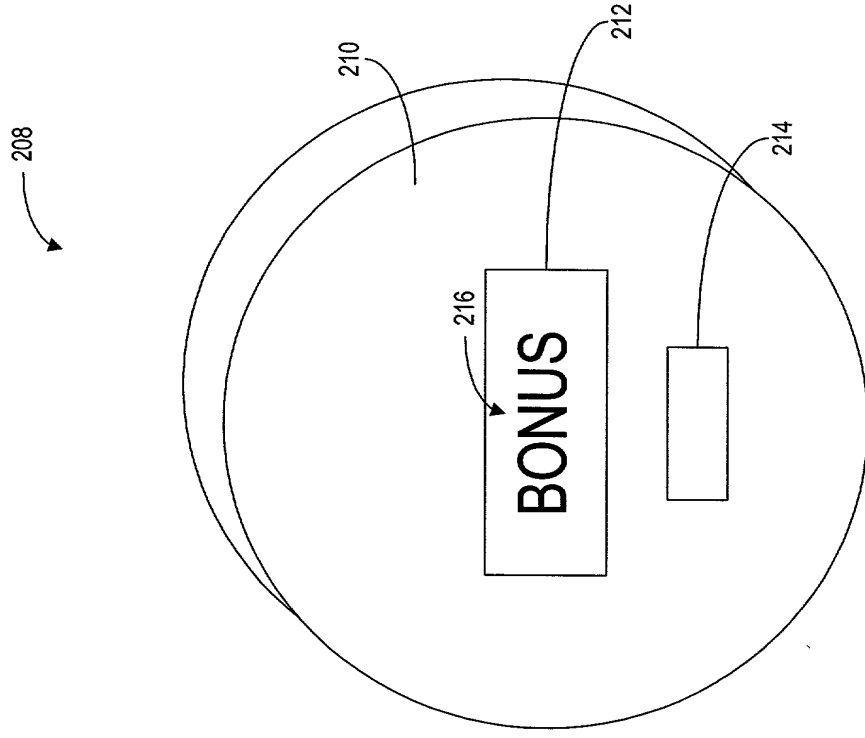


FIG. 3

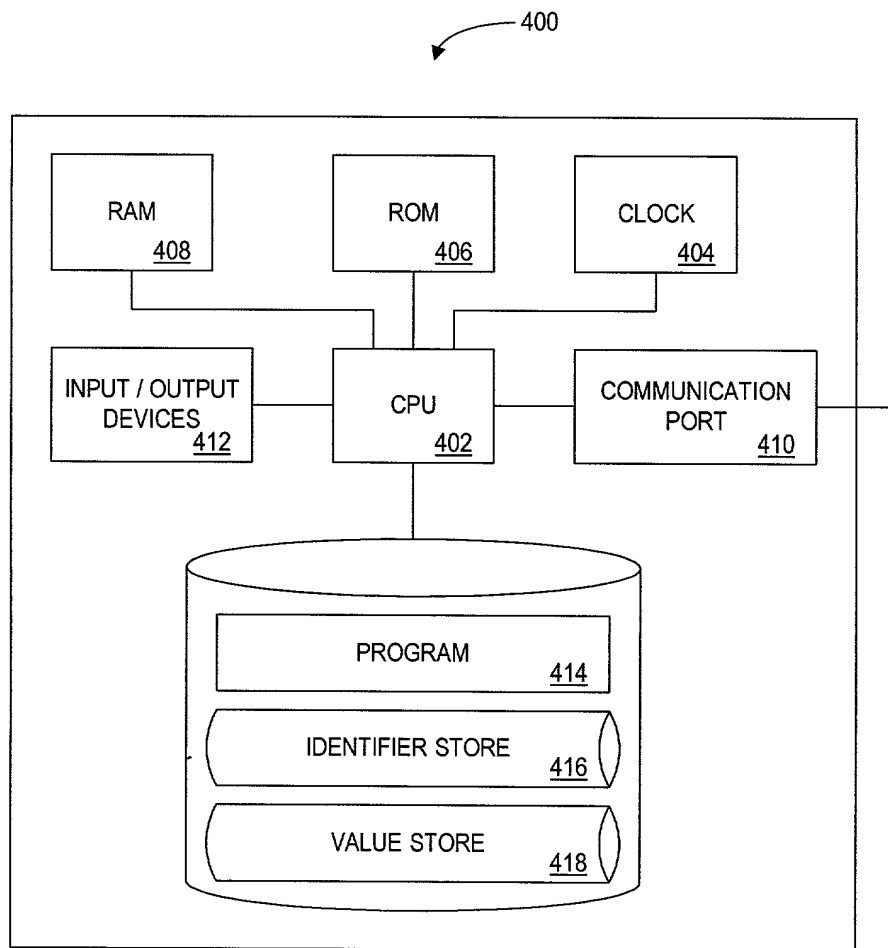


FIG. 4





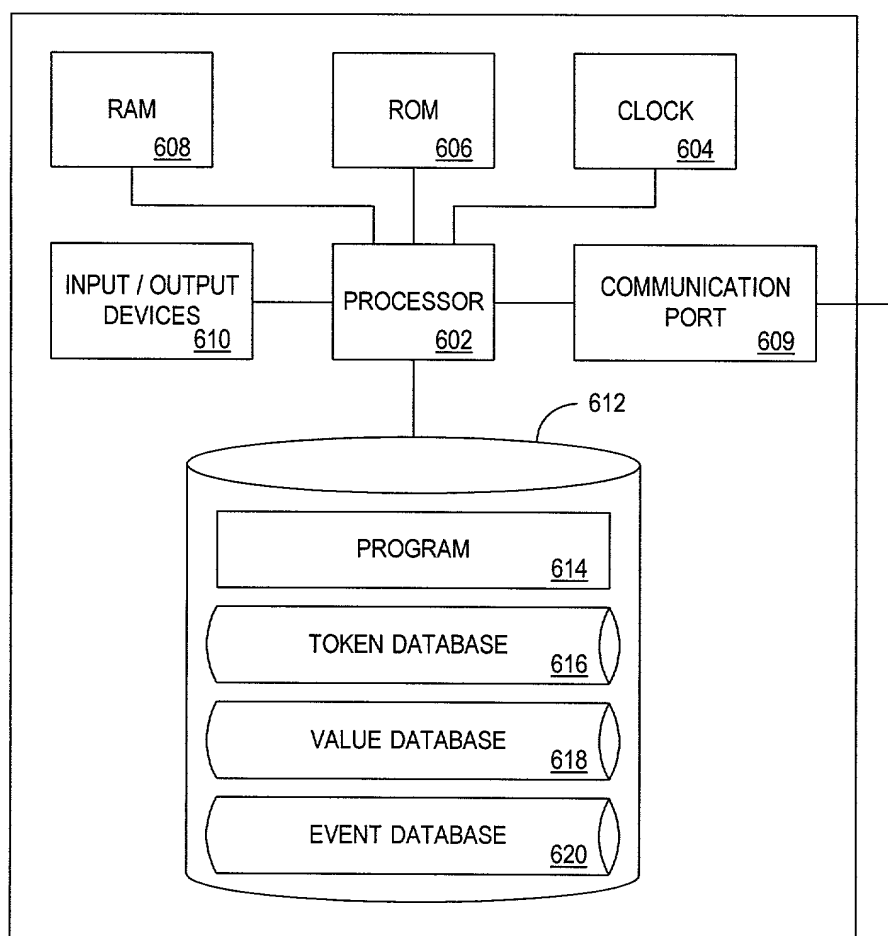


FIG. 6

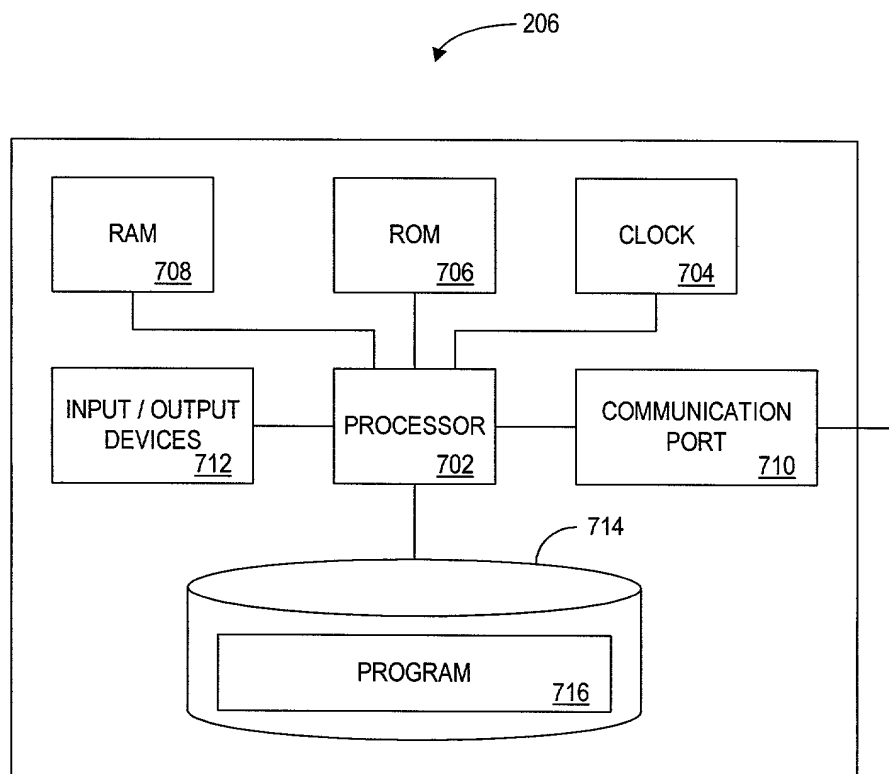


FIG. 7



900

VALUE NUMBER 902	ASSOCIATED VALUE 904
1	= \$5
2	= \$7
3	= FACE VALUE + \$3
4	= \$(30 - 0.2 * T) WHERE T IS MINUTES AFTER EVENT, SO LONG AS \$(30 - 0.2 * T) > \$25, ELSE \$25

FIG. 9

600290 600290 600290 600290 600290

950

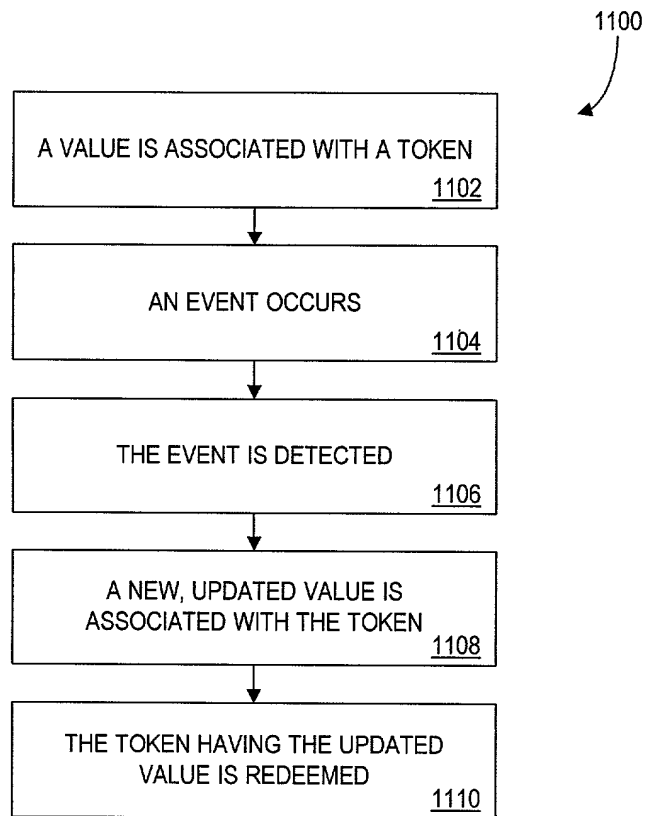
TOKEN IDENTIFIER 952	STATUS 954	ASSOCIATED BENEFIT 956
45970	BRONZE	ELIGIBLE FOR PLAYING 'BRONZE' SLOT MACHINE
63212	GOLD	25% OFF ITEMS IN GIFT SHOP
75289	PLATINUM	WORTH DOUBLE FACE VALUE
37468	SILVER	50% OFF ADMISSION TO ANY SHOW

FIG. 9A

1000

EVENT	VALUE NUMBER
A TOKEN IS INSERTED INTO A SLOT MACHINE	1
PULLING A SLOT MACHINE HANDLE TIMES IN A TWO HOUR SPAN	3
PLAYING BLACKJACK FOR AN HOUR	2
A PLAYER HAS ENTERED THE HIGH STAKES POKER ROOM	4
THE TOKEN HAS BEEN DISCHARGED FROM A SLOT MACHINE	2

FIG. 10





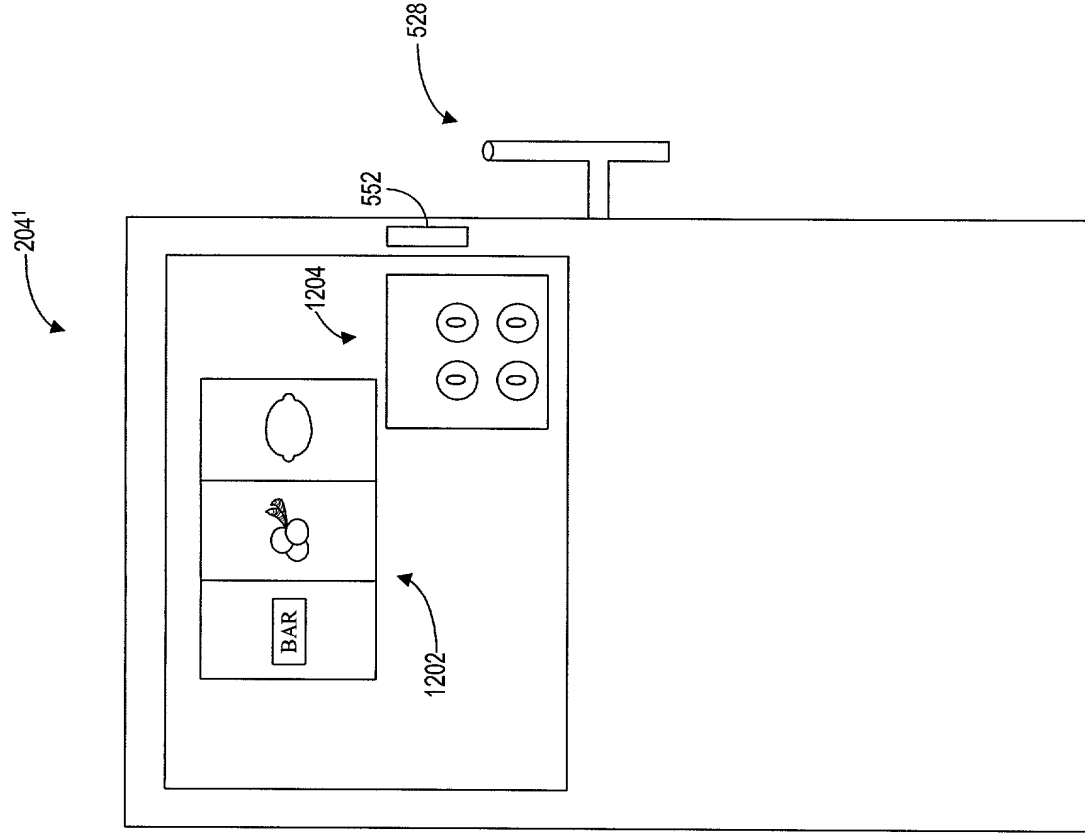


FIG. 12

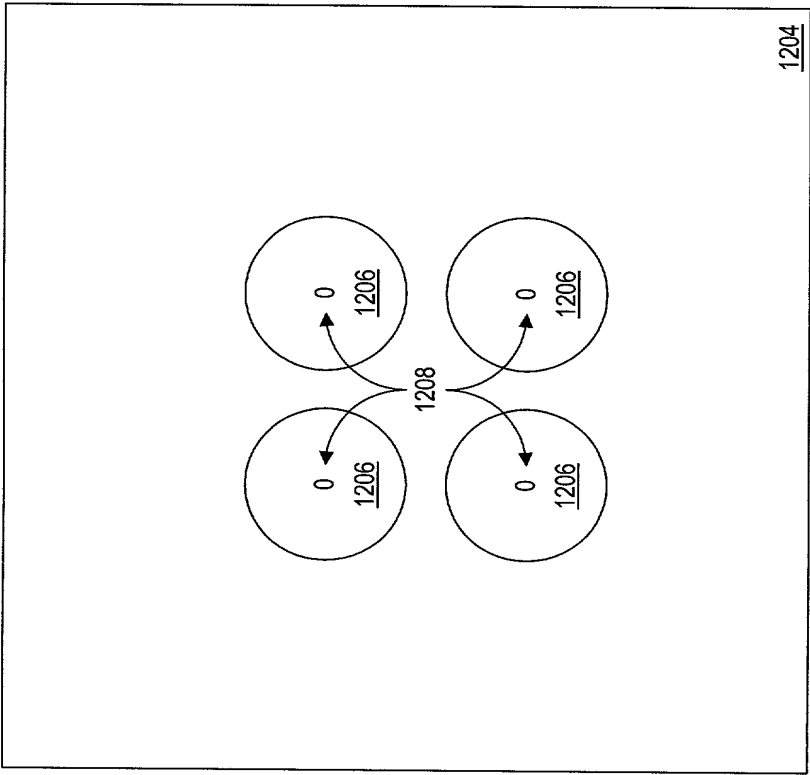


FIG. 13

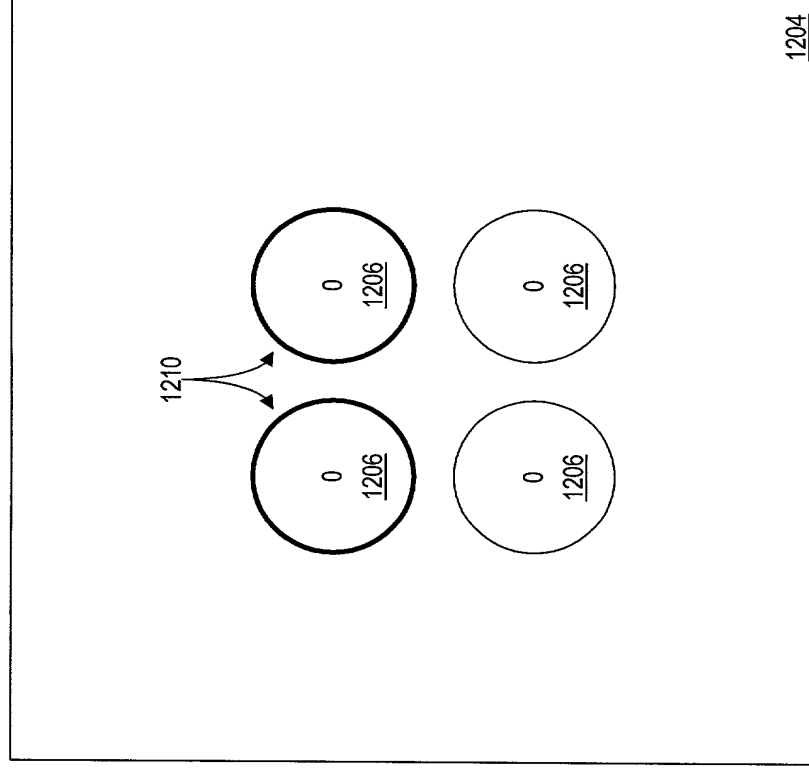


FIG. 14

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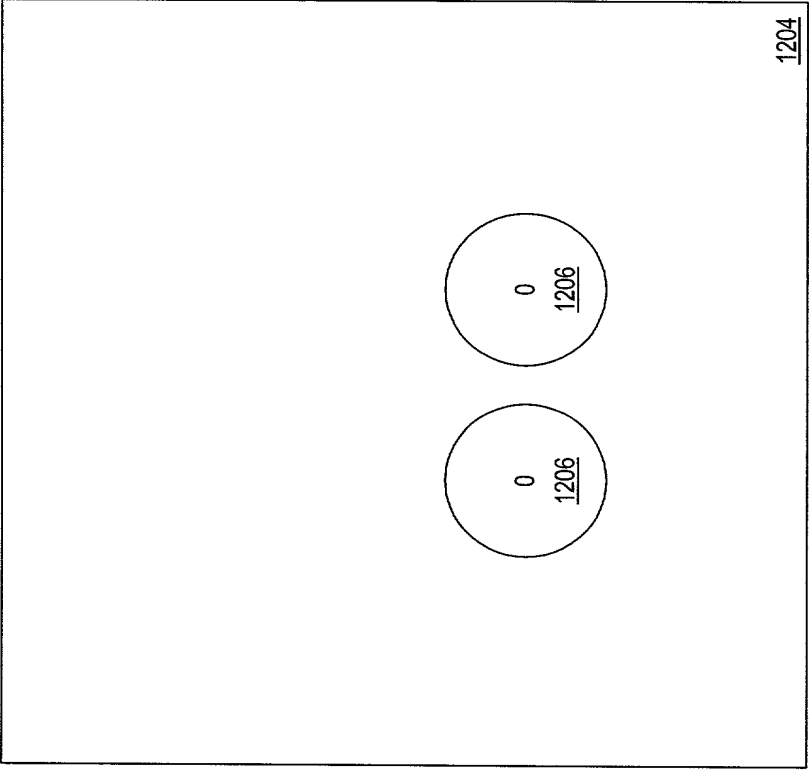


FIG. 15

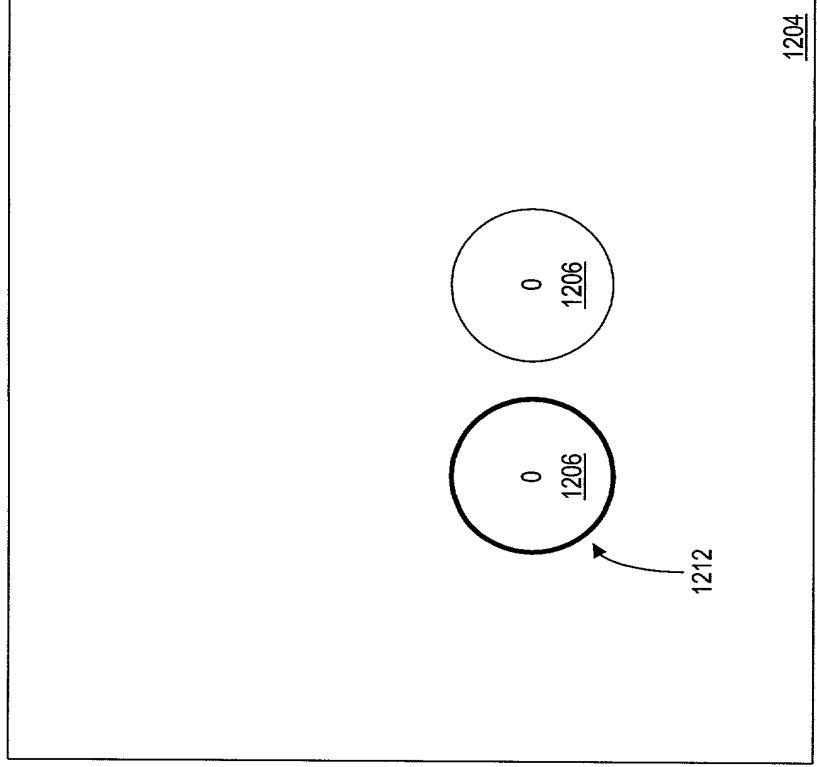


FIG. 16



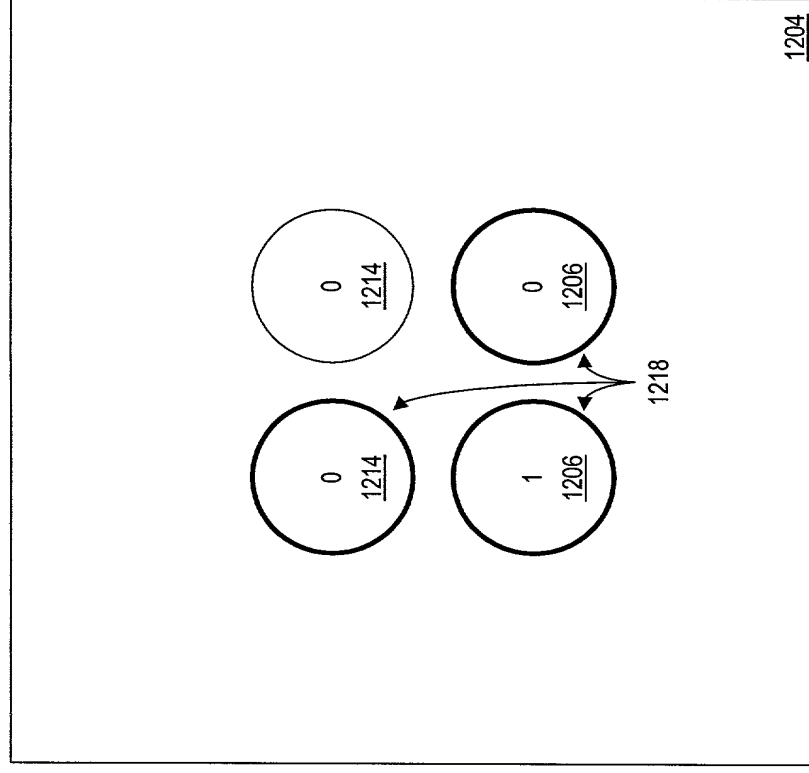


FIG. 18

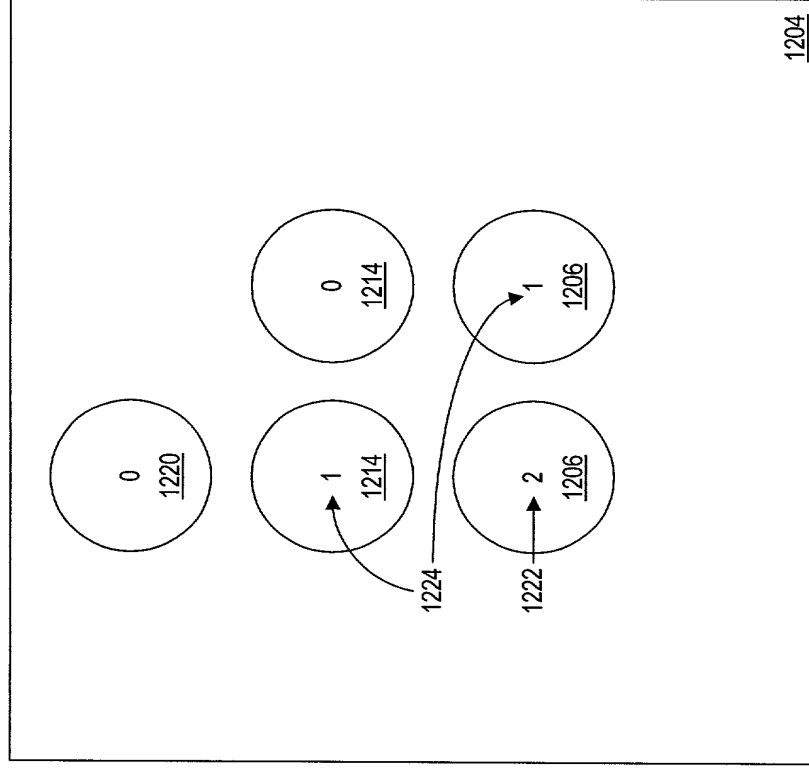


FIG. 19



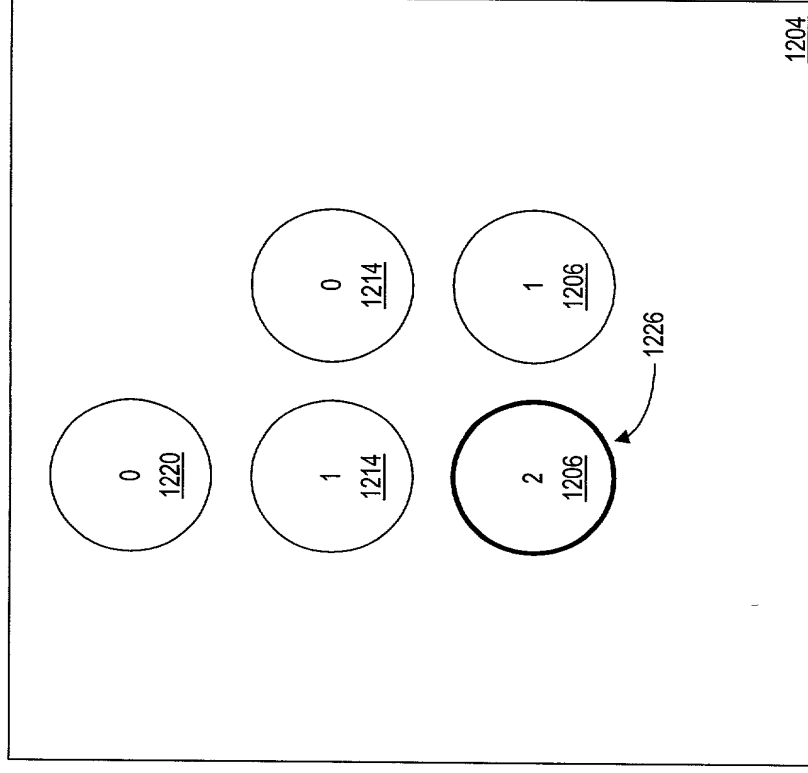


FIG. 20

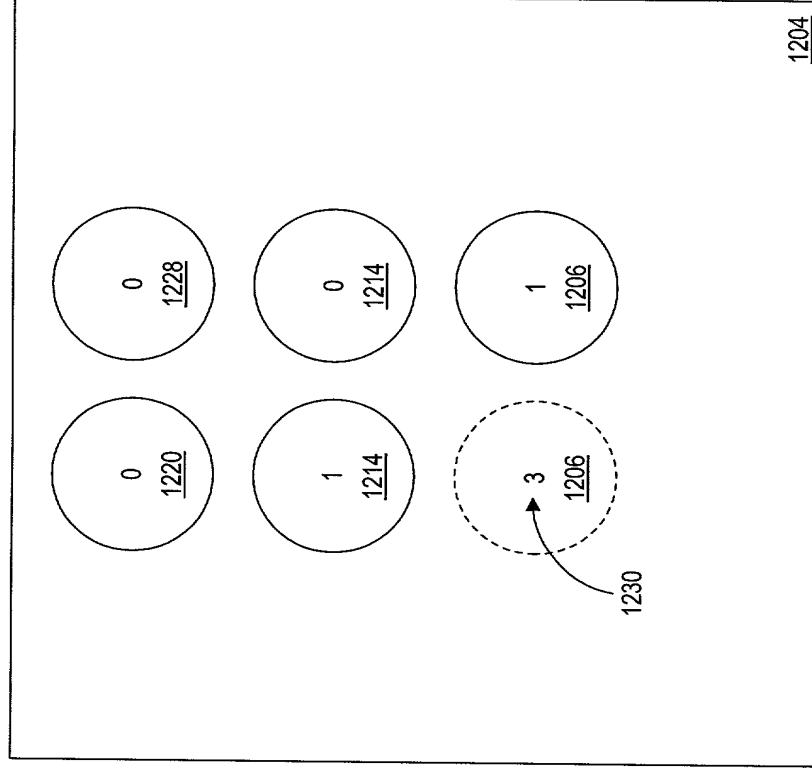


FIG. 21

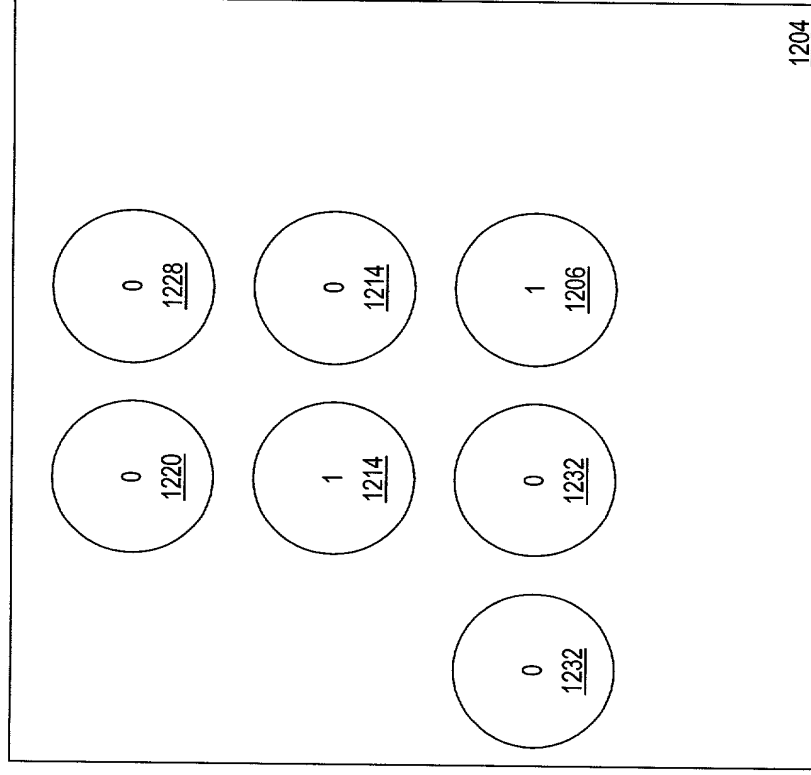


FIG. 22

Docket No.  
00-032

# Declaration and Power of Attorney For Patent Application

## English Language Declaration

As a below named inventor, I hereby declare that:

My residence, post office address and citizenship are as stated below next to my name,

I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled

**GAMING TOKEN HAVING A VARIABLE VALUE**

the specification of which

(check one)

☒ is attached hereto.

☐ was filed on \_\_\_\_\_ as United States Application No. or PCT International

Application Number \_\_\_\_\_

and was amended on \_\_\_\_\_

(if applicable)

I hereby state that I have reviewed and understand the contents of the above identified specification, including the claims, as amended by any amendment referred to above.

I acknowledge the duty to disclose to the United States Patent and Trademark Office all information known to me to be material to patentability as defined in Title 37, Code of Federal Regulations, Section 1.56.

I hereby claim foreign priority benefits under Title 35, United States Code, Section 119(a)-(d) or Section 365(b) of any foreign application(s) for patent or inventor's certificate, or Section 365(a) of any PCT International application which designated at least one country other than the United States, listed below and have also identified below, by checking the box, any foreign application for patent or inventor's certificate or PCT International application having a filing date before that of the application on which priority is claimed.

Prior Foreign Application(s)

Priority Not Claimed

(Number)

(Country)

(Day/Month/Year Filed)

☐

(Number)

(Country)

(Day/Month/Year Filed)

☐

(Number)

(Country)

(Day/Month/Year Filed)

☐

000290 T0026560

I hereby claim the benefit under 35 U.S.C. Section 119(e) of any United States provisional application(s) listed below:

60/202,573

May 10, 2000

(Application Serial No.)

(Filing Date)

(Application Serial No.)

(Filing Date)

(Application Serial No.)

(Filing Date)

I hereby claim the benefit under 35 U. S. C. Section 120 of any United States application(s), or Section 365(c) of any PCT International application designating the United States, listed below and, insofar as the subject matter of each of the claims of this application is not disclosed in the prior United States or PCT International application in the manner provided by the first paragraph of 35 U.S.C. Section 112, I acknowledge the duty to disclose to the United States Patent and Trademark Office all information known to me to be material to patentability as defined in Title 37, C. F. R., Section 1.56 which became available between the filing date of the prior application and the national or PCT International filing date of this application:

(Application Serial No.)

(Filing Date)

(Status)  
(patented, pending, abandoned)

(Application Serial No.)

(Filing Date)

(Status)  
(patented, pending, abandoned)

(Application Serial No.)

(Filing Date)

(Status)  
(patented, pending, abandoned)

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.



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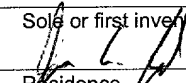
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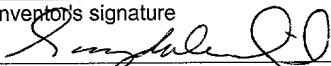


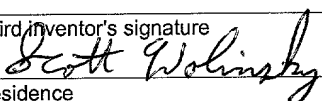
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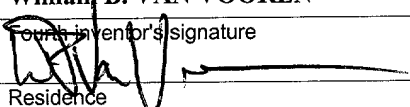
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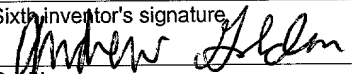
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